

RED SCORPION SPECTRUM

THE GAME

Red Scorpion is the code name for the Multi-Role Infantry Combat Capsule - also known as Death Scorpion MKIV. The player's task as a Terran Star Commando, is to beat the "evil Necrons" to the Bombyx Moons - to collect their valuable Talanite - in exchange for the benefits of the Terran civilisation, pulpburgers, synthocola, for instance.

Red Scorpion's commandos are equipped with a visor through which they can view the combat area. The controls of the craft are also visible within the visor, so the weapons can be aimed and fired, and the craft controlled, without the commando looking down. The player starts the game as a Drop Commando, and will be entitled to promotion when he completes a successful mission. Red Scorpion's high speed arcade action - featuring vector graphics - will keep you engrossed for hours. Ten on screen icons assist you in your battles. You have a split second to decide whether the approaching target belongs to the enemy or is one of your own fleet.

AVS:

The Commando can select from 4 modes of the electromagnetic spectrum. Microwave can be used to see through camouflage or detect underground installations. Infra Red detects fast moving objects and Talanite is sensitive to Ultra Violet.

WEAPONS:

Armour piercing (AP) missiles are available for hard or buried targets. Cluster Bomb (CB) missiles take out large soft targets. All weapons range to the horizon.

DEFENCE:

The cannon can be used in defence. Sonic stunners temporarily paralyse aliens and Electronic Warfare (EW) system is capable of exploding the proximity fuses in Necron missiles.

THREAT DETECTION:

Around the AVS screen are 4 detectors. The one marked "B" lights up when there is an aboveground structure nearby. The "T" detector indicates a Talanite mine in close proximity. "W" warns of a weapon-armed alien. "M" lights up when a Necron missile is about to strike the craft.

DAMAGE:

When a MURICC is hit by enemy fire the energy shields are damaged. Their condition is indicated on the "E" light as a two figure number. The shields are part of the anti-grav thrust motors which will fall when the shields energy rating = 0. The craft will then be destroyed by the first alien to hit it.

COMMUNICATION:

Selecting the "Coral Sea" channel puts out a rendezvous call to the assault carrier. You

will be tractor beamed up. The "Zhukov" channel requests heavy fire support from the battlecruiser. This will destroy anything in the area and will do some damage to your shields.

NAVIGATION:

The geocompass is used for navigation.

CONTROLS:

A Kempston Joystick can be used.

"Fire" fires the cannon or an armed missile.

Keyboard control: **AMSTRAD = Joystick**

Y Forward only

H Backwards

O Left

P Right

J Fire

SPECTRUM 48K + AMSTRAD

The ten icons along the bottom of the screen correspond to the ten keys respectively on the bottom of the keyboard from left to right. To control Coral Sea and Zhukov the far left and far right keys on the second row of keys from the bottom are used respectively.

SPECTRUM 128K

The second row of keys from the bottom control the ten screen icons from left to right - Caps lock to Caps shift. Space switches AVS to Microwave, A to rendezvous (Coral Sea) and Enter for fire support (Zhukov).



Asks assault carrier for a rendezvous.



Asks battlecruiser for fire support.



Arms AP Missile.



Arms CB Missile.



Sight mode puts the sight under joystick control
Press again to move normally.



Fire Sonic Stunner.



Activates EW system. Select a wave pattern using the numeric
keys 1-0 on the keyboard and flick the joystick left and right
(O & P) to change wave phase. Find the right pattern and
phase to destroy enemy missiles. Space switches off the system.



Asks Elint computer for an ID of the object under the sight.



Switches AVS to Natural Light.



Switches AVS to Infra Red.



Switches AVS to Ultra Violet.



Switches AVS to Microwave.